CBSE 7201T

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**Wiki Assignment #4**:

Cite and annotate required number of articles for your literature review (ten are required for the Midterm Presentation – please remember that 10/25 articles must be refereed) and post on the Wiki before Midnight Class #7 – 10/23.

References

1. Bourgeois, M., & Hunt, B. (2011). Teaching 2.0: Teams Keep Teachers and Students Plugged into Technology. Journal Of Staff Development, 32(5), 34-37.

* This article discusses a technology professional development program created in Colorado. The authors explain that too often new technologies, such as laptops, lie dormant in classrooms due to lack of technology training. This article describes how a professional development program on technology is run. The authors feel that the Colorado program, called Digital Learning Collaborative, is important because teachers need to prepare for the use of current technology.
* By learning the current technologies, teachers will be more able to adapt to the next technology shift to come in the future. The program also focuses on how technology can be implemented into curriculum and instructional strategies. I can use this article to support my hypothesis. My hypothesis states that implementing instructional technology into a classroom will increase student achievement. This article shows the need for proper technology training in the classroom in order to facilitate student learning.

1. Means, B. (2010). Technology and Education Change: Focus on Student Learning. Journal Of Research On Technology In Education, 42(3), 285-307.

* This article studies the effect technology integration has on student learning. This is an excellent resource for my own action research project. According to this article, the education field must pay attention to what way learning can be helped with the use of technology and under what conditions this will occur. The effects technology integration has on student learning must be considered when designing instructional strategies for the use of this technology.
* The study conducted in this article examined learning outcomes for students who used reading and math software. The students were in grades one, four, and six- as well as algebra students. The study focused on what classroom-level practices and what school-level practices correlated with higher achievement gains in classrooms using the reading or math software. The study found that instructional software has valuable assessment data that can be used to implement higher achievement gains for students. In addition, classroom management was an unforeseen part of successful technology integration.

1. Ertmer, P. A., Ottenbreit-Leftwich, A. T., Sadik, O., Sendurur, E., & Sendurur, P. (2012). Teacher Beliefs and Technology Integration Practices: A Critical Relationship. Computers & Education, 59(2), 423-435.

* This article analyzes instructional strategies for technology integration in relationship to teacher beliefs about said technology integration. The creators of this study examined twelve successful K-12 technology rich classrooms to determine the connection between their success and the classroom teachers’ beliefs about technology. The results found that teachers who had a positive opinion of the importance of technology had the most success in their classrooms.
* This article will help me in my action research project because it gives an example of an instructional strategy currently being used in regard to my topic of technology integration. The results of this study indicated that in order for instructional strategies to be most effective, professional development training must zoom in on changing teachers’ attitudes and beliefs about technology.

1. Tuzun, H., Yilmaz-Soylu, M., Karakus, T., Inal, Y., & Kizilkaya, G. (2009). The Effects of Computer Games on Primary School Students' Achievement and Motivation in Geography Learning. Computers & Education, 52(1), 68-77.

* This article examines the effects of computer games on student achievement and motivation in the subject of geography. This study directly correlates with my statement of the hypothesis. My statement of the hypothesis was that technology integration will improve student achievement in the social studies content area. In this study, twenty four students in fourth and fifth grades from a private school in Turkey learned about geography through the use of a three-dimensional computer game. Student achievement and motivation were measured qualitatively and quantitatively at both before use of the computer game and after.
* The results of this study show that students demonstrated significantly higher intrinsic motivations and significantly lower extrinsic motivations learning in the game-based environment. The students were more focused on independent work and less focused on getting grades while learning with the computer game. This implies that technology integration, such as the computer game in this study, does improve student learning in the content area of social studies.